

# Barbarossa Dawn No. 2 (Solo) – German Breakout

**Situation: (July 1941)** Having broken through the frontier defense line, German tanks and mechanized infantry are racing to encircle the Soviets while the Soviets rush whatever troops they can find to the front in hopes of slowing the advance.

**Mission:** As commander of Task Force Fuchs your mission is to advance into the Soviet rear echelon areas as fast as possible, secure the road junctions and hills in your sector and seize the Soviet depots (grids 4F10 & 2H06) NLT D-Hour +16. It's essential that all vehicles encountered are destroyed and the tank depot located at grid 2H06 be taken IOT deny Soviet ability to repair vehicles or tanks.

**Player Command:** German **Round 1 Initiative:** German **German CAP Allocation:** 10 **Beginning Victory Points:** +6 Soviet  
**Action Cards:** All Action (except 20 & 40) & All Bonus. Germans start w\ Action Cards: 7,8,30,41 & Draw 1 Each Round  
**Order Cards:** 04-43 **Weapons Cards:** German Division Artillery & Grenades (Optional: Stuka – Requires SoS 2<sup>nd</sup> or 3<sup>rd</sup> Edition)

## Special Rules:

- **AI foot units in defensive positions** (e.g. Hasty Defense, etc.) or **buildings cannot move** (may pivot) unless forced by enemy action.
- **German Rifles and LMG units may travel together** in Truck or Halftrack.
- **German pre-First Round artillery strike** does **NOT** require a **drift check**.
- **German Artillery & Grenade cards** may be used once every turn (do not discard after use)
- **Advanced/Optional** – **German Stuka** card may be used once every turn and along with mission track Artillery Strike (see SoS 2<sup>nd</sup>/3<sup>rd</sup> Ed.)
- **Advanced/Optional** – Units may **Overrun** a position: **Move into CC AND Attack** in **1 turn** for **2 CAP** (**Ambush**: from hidden or flank **1 CAP**)

## Counteractions:

AI Closest to Unit: **Attack**



AI in **Open**, Closest to Unit:  
**Move Towards Cover**

## Mission Orders:

AI **Adjacent** to Soviet Control Marker in  
**Cover:** **Create Hasty Defense**



AI **NOT** in **Defense Position**  
**Closest** to Soviet Control Marker (CM):  
**Move Towards Cover Hex Adjacent to**  
**Closest Soviet Control Marker**

## Victory Points:

### Soviets:

+1 for Each Destroyed German Unit  
+1 for Each Truck Remaining/Off-Board

### Germans:

+1 for Each Destroyed Soviet Unit  
+1 for Control Markers 4-I15, 4-F10  
+1 for Control Markers 4-C05, 4-B12  
+2 for Control Marker 2-F11  
+4 for Control Marker 2-H06

## Notes

**Mission Design:** Michael Olsen

**Requirements:** CoH AtB 2<sup>nd</sup>/3<sup>rd</sup> Ed., Solo  
Expansion Pack **Optional:** Wrecks &  
Monster Tanks Expansion Packs & SoS

**Rules:** Compatible with CoH AtB 2<sup>nd</sup> or 3<sup>rd</sup>  
Ed. Rules (See SoS for Stuka use)



## Mission Track

### 1 Mission Start

**German Artillery**  
**Strike** on any Hex  
in addition to pre-  
plan for next  
round.  
**Germans +2 CAP**

2

**Germans +2 CAP**

**Soviet Trucks**  
**Move by Road**  
**Towards Exit**  
**Hex 2-L10**

3

**Germans +2 CAP**

**Soviet Trucks**  
**Move by Road**  
**Towards Exit**  
**Hex 2-L10**

### 4 **Swift Action!**

2 AI actions in a  
row (2 cards) , +1  
CAP each action.  
**Player turn AFTER**  
**second action.**

**Germans +2 CAP**

5

### **Fire Mission!**

**German Artillery**  
**Strike**  
Any Hex – Must  
Drift Check w\No  
Modifications.

6

**Soviet Trucks**  
**Move by Road**  
**Towards Exit**  
**Hex 2-L10**

7

**Soviet Trucks**  
**Move by Road**  
**Towards Exit**  
**Hex 2-L10**

### 8 **Sniper!**

German CAP Loss  
Roll 1D6:  
1-2 = 0 CAP  
3-4 = -1 CAP  
5-6 = -2 CAP  
**Current Round Only**

9

### **Fire Mission!**

**German Artillery**  
**Strike**  
Any Hex – Must  
Drift Check w\No  
Modifications.

10

**Soviet Trucks**  
**Move by Road**  
**Towards Exit**  
**Hex 2-L10**

11

**Soviet Trucks**  
**Move by Road**  
**Towards Exit**  
**Hex 2-L10**

### 12 **For the**

**Motherland!**  
Add 3 Command  
Action Cards to  
Action Card Deck.  
**Current Round**  
**Only.**

13

**Reinforcements**  
**AI T-34s Enter**  
**at Hex 2-L10**

14

**Soviet Trucks**  
**Move by Road**  
**Towards Exit**  
**Hex 2-L10**

15

**Soviet Trucks**  
**Move by Road**  
**Towards Exit**  
**Hex 2-L10**

### 16 **Mission End**

Mission ends  
when:  
**AI Passes**  
-OR-  
**All AI Units Spent**

**NOTE:** Mission ends immediately if all control markers are under German control.



# Barbarossa Dawn No. 2 (Solo) – German Breakout



## German Player Forces: Task Force Fuchs



## Soviet AI Forces: Reinforced Mot. Inf. Company



## Game Setup

Maps: AtB 2<sup>nd</sup> Ed. 04 & 02 (As Shown)



Mines x 4

4-L10,4-K10,4-K09,4-J09



Place 1 x Hasty Defense Marker Under Each RE & AI Foot Unit Not In Building (Not Shown)



Soviet Control Markers x 6

4-I15,4-F10,4-C05,4-B12,2-F11 2-H06



## Task Force Fuchs

**German Entry:** Task Force Fuchs enters Sector (Map 4) anywhere along Phase Line One-Lima (As Shown)



## Reinforced Mot. Inf. Co.



4-B12,2-D17,2-C16,2-C15,2-C12 2-D14,2-E09,2-D08,2-E07,2-F08,2-G12 2-E10, 2-D03,2-C03 (15 Total)



Place 4 x No Enemy Counters And Remaining 11 x Soviet Units In AI Draw Cup



Place 1 x T-35 in Hex 4-I14



Place 1 x T-26 in Hex 2-G05, 2-G04 & 2-H04



Place 1 x NKVD in Building in Hex 4-F10



Place 1 x SMG Rifles in Hex 4-I07



Place 1 x Rifles 41 in Hex 4-I08 & 4-G06



Place 1 x Maxim MMG in Hex 4-D05



Place 1 x BA-10 in Hex 4-G10



Place 1 x Truck in Hex 4-E10 & 4-F11

